Alexander Chumakov

Gameplay / Systems Engineer (Unity, Online, .NET)

CONTACT

✉ alex.grayson.ch@proton.me

🌐 alexche.pro

in. linkedIn

SKILLS

Unity / Client: (C#), VContainer, service boundaries, profiling

Networking: DarkRift 2, Photon, Mirror, authority boundaries

Backend: ASP.NET Core, REST, JWT, session lifecycle

Data-driven: modular gameplay systems, ECS/Jobs

Infra: PostgreSQL, Docker, AWS, CI/CD

EDUCATION

Bachelor's degree

St. Petersburg State University of Culture and Arts

2006-2011

Information Technology (FITIM)

PROFILE

I build online gameplay foundations end-to-end: maintainable Unity client architecture and production-ready .NET backend services. Focused on deterministic session flows, clear authority boundaries, and performance-oriented, data-driven systems (ECS/Jobs where appropriate).

WORK EXPERIENCE

Online Gameplay Systems Engineer — Contract / Venture Project

Pixel Quest Games · Remote (USA)

Jul 2024 – Oct 2025

- Built a server-authoritative multiplayer foundation to reduce cheating risk and keep server costs predictable.
- Defined authority boundaries and session lifecycle for deterministic multiplayer flows
- Implemented backend services in ASP.NET Core (JWT auth, sessions, player state) backed by PostgreSQL.
- Deployed and operated Dockerized services on AWS with basic CI/CD.

Unity Developer — Project-based Contract

Kumi Souls Games · Remote (UK)

Dec 2023 – Jun 2024

- Supported a shipped Unity title post-release: DLC features, bug fixes, and release coordination
- Refactored gameplay systems for stability within a live production pipeline
- Profiling-driven performance and memory optimizations, including Nintendo Switch compliance work.

Gameplay & Systems Engineer

Decentralised Investment Group · Dubai (UAE)

Jan 2022 – Jun 2023

- Architected networking and physics synchronization using Mirror.
- Designed modular ability and progression systems using Dependency Injection (Zenject)
- Established efficient art/animation ↔ code integration workflows
- Coordinated milestones and task breakdowns with code reviews and documentation.

Indie Development — Mobile & PC

Revearto Games · Saint Petersburg (RU)

Oct 2019 – Dec 2021

- Shipped mobile titles end-to-end (iOS/Android).
- Built flexible systems with DI patterns and production-minded architecture.
- Achieved Top-1 on Reddit with a PC game project.

Unity Developer — Prototyping

Monta Ponta · Remote (Netherlands)

May 2019 – Oct 2019

- Developed rapid mobile prototypes (iOS/Android)
- Designed mechanics with performance and latency constraints in mind.